

Matthew Wetmore

Generalist with a background in theory and a decade of experience creating interactive experiences. Detail-oriented and focused on building reliable, maintainable, and fast software. Passionate about solving problems and making tools people love to use.

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Work Experience

Independent Contracting

Remote
May 2020 - Jun 2020

Venga · vengaclimb.com · *Tools used:* React Native, Expo, GraphQL, Storybook.js

- Added user profiles and follow functionality to a mobile app for climbing gym members.
- Made creating and maintaining UI components easier by introducing Storybook.js to the development process.

Remote
Apr 2020

Safety in Numbers · safe7y.com · *Tools used:* Django, Vue.js

- Built custom web app for quick human-annotation of unstructured data needed for machine learning.

Google · Software Engineer · *Tools used:* Javascript, Java, Python, GoogleSQL, Blaze, Closure Tools

New York, NY
Aug 2016 - Apr 2018

Ephemeral Events

- Developed new search result UI elements for events such as Fashion Week (2016, 2017), the Academy Awards (2017), and the Winter Olympics (2018), and generalized them for use in other events.
- Designed and built a dashboard for monitoring traffic to team's features, providing insights such as which events were most popular or which queries were most popular for an event. This dashboard was essential to scaling feature rollout from a few events to thousands of events.
- Architected the data model and log aggregation pipeline underlying the dashboard. Gave particular care to ensuring the dashboard loaded quickly and its data model was ergonomic for writing one-off queries.
- Implemented a live countdown UI which appeared on the results page for upcoming events.
- Managed interns, and mentored new hires on other teams as part of employee mentoring program.
- Represented company in on-campus recruitment efforts.

New York, NY
Sep 2015 - Sep 2016
Summer 2014 (Intern)

Knowledge Exploration

- Introduced automatic support for right-to-left (RTL) languages to Oleo, an internal framework for creating "immersive" (interactive, app-like) search results.
- Launched immersive results for TV/music/film queries in Arabic- and Hebrew-speaking countries.
- Maintained Oleo and added new features used for the Google Trips UI and the 2016 Olympics experience.

Montreal, QC
May 2013 - May 2014

Scheduling Direct · Frontend Lead · *Tools used:* Backbone.js

- Architected and implemented the employee and manager user interfaces for a shift-scheduling application.

New York, NY
Summer 2012

Boxee · Intern · *Tools used:* D3.js, Backbone.js

- Developed interactive social graph visualization tool, used to analyze the growth of a new product.

Skills, Activities and Interests

Technology Skills

Javascript/ES6, Typescript, React, Vue, React Native, Python, Django, SQL, Haskell, Java, Rust, Unix, Git, WebGL

Activities

May 2018 - Mar 2020

Converted a cargo van into a mobile home, and lived in it while traveling North America and rock climbing.

Interests

Graphics, Generative art, Functional programming, Design, Rock climbing, Snowboarding, Woodworking

Education

McGill University
Montreal, QC
2010 - 2015

B.Sc. (with Honours) Mathematics & Computer Science · **Minor** Physics · **GPA** 3.53

Notable coursework: Logic and Computation, Formal Verification, Algorithm Design, Topology, Real Analysis